PlayStation®

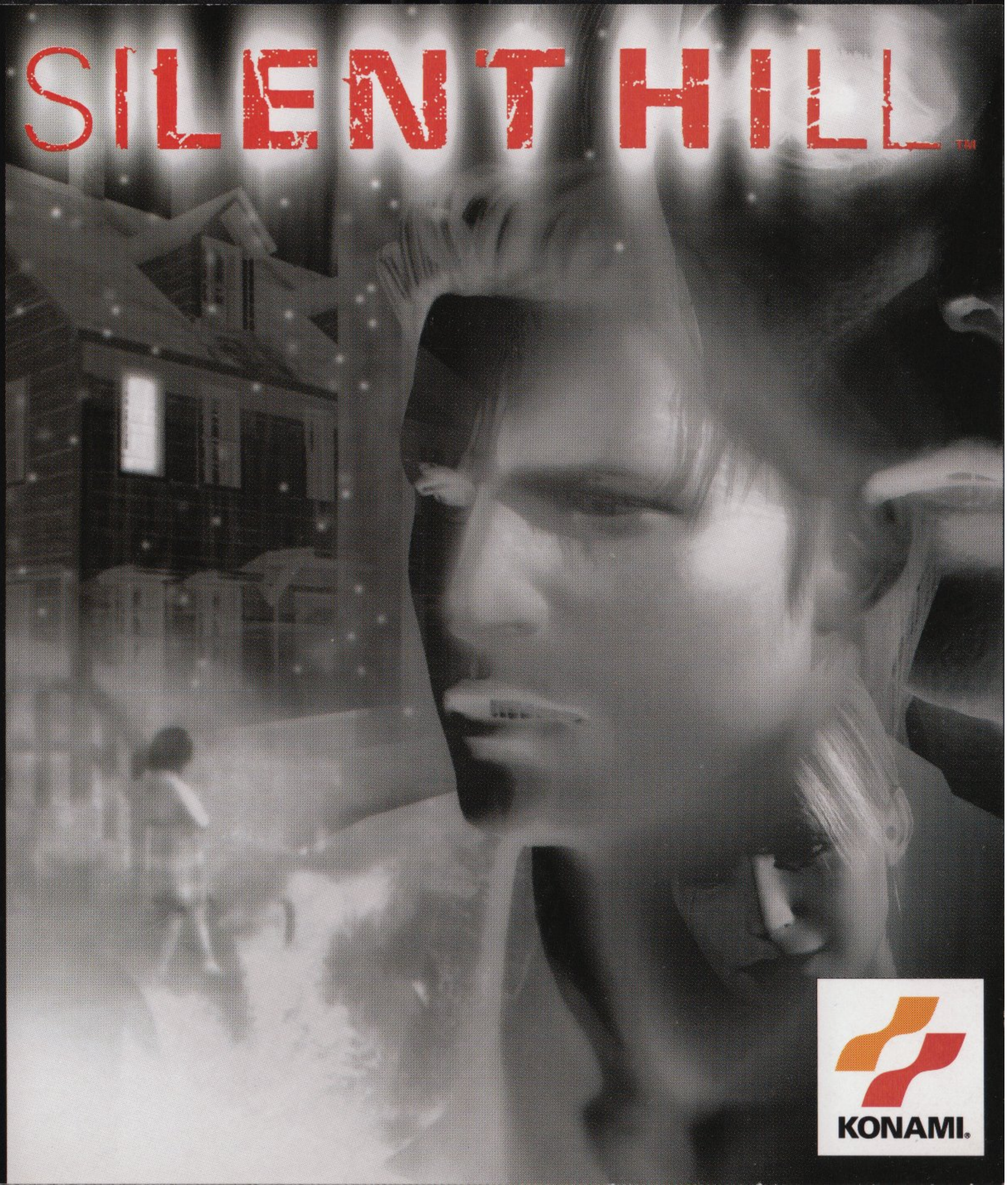
NTSC U/C

PlayStation®

MATURE
TM
CONTENT RATED BY
ESRB

SLUS-00707

SILENT HILL™



KONAMI®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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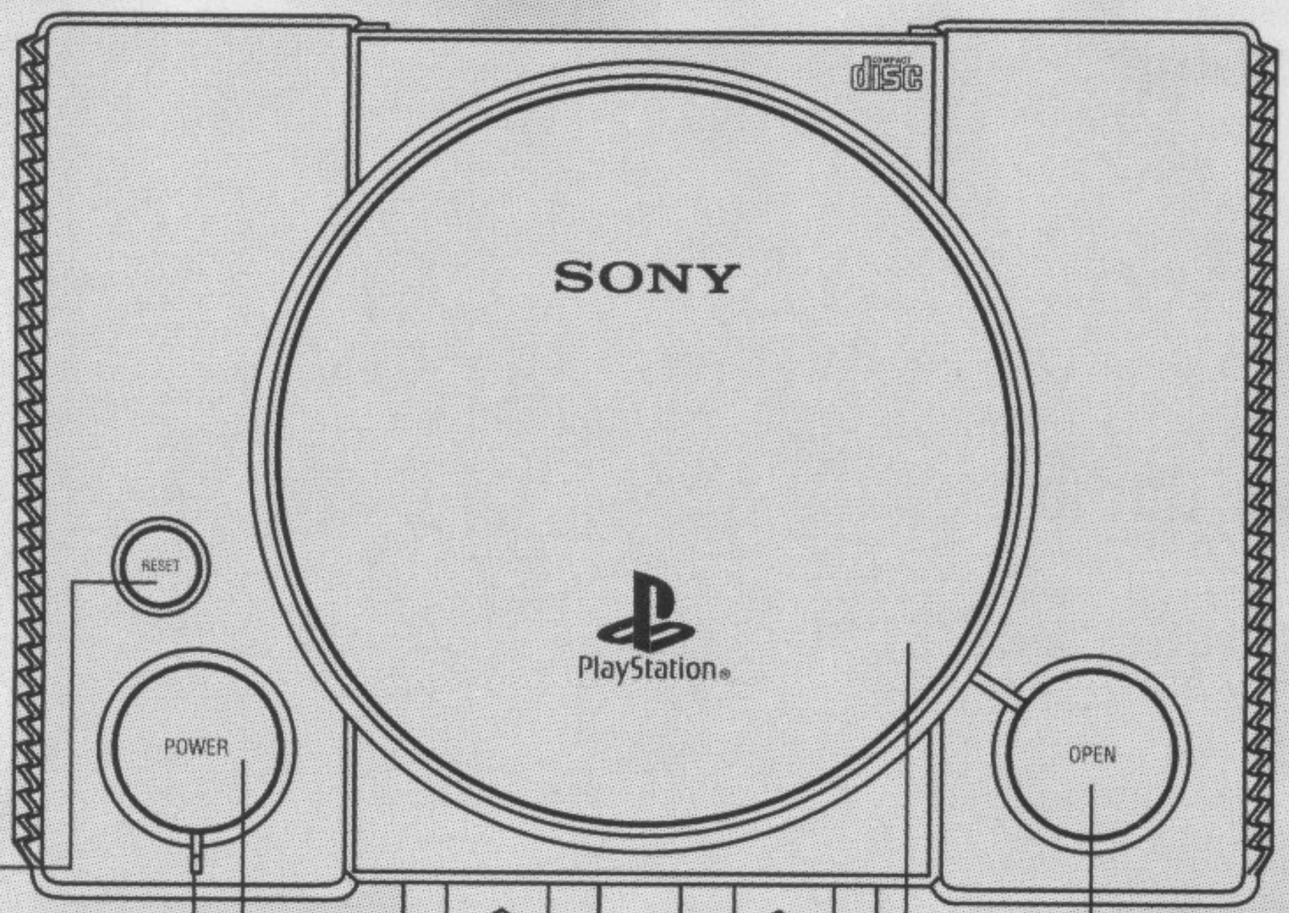
GETTING STARTED



RESET BUTTON

POWER INDICATOR

POWER BUTTON

CONTROLLER PORT 1

MEMORY CARD SLOTS
(ABOVE CONTROLLER PORTS)

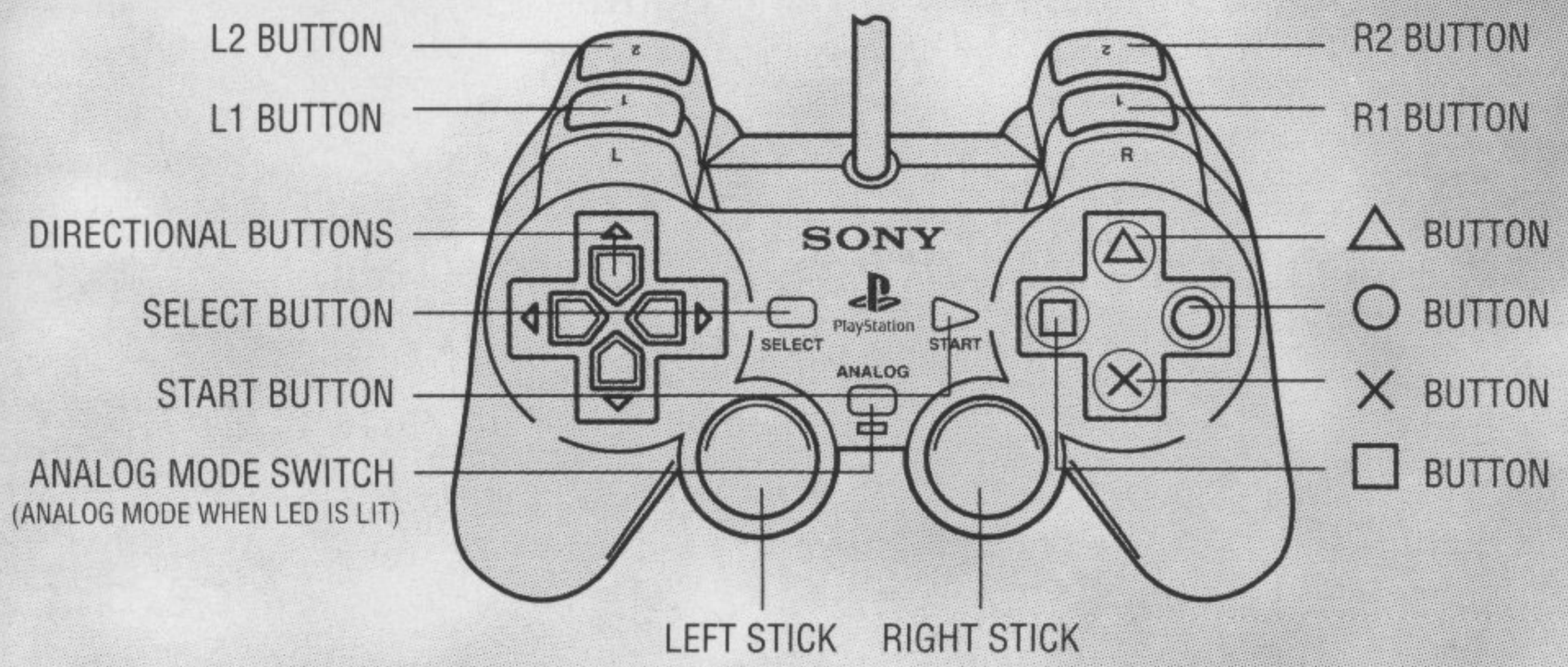
OPEN BUTTON

DISC COVER

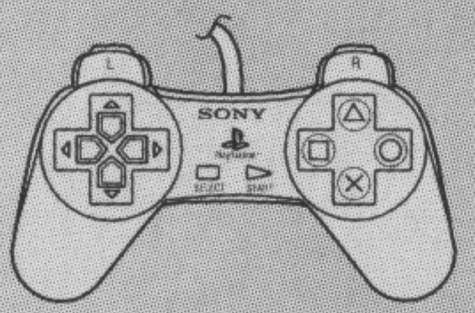
CONTROLLER PORT 2

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Silent Hill™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

CONTROLS



NOTE: Compatible in Digital, Analog and Vibration mode



NOTE: You may have a controller that looks like this, if so, the Directional Buttons must be used, due to the absence of Analog Sticks.

DEFAULT CONFIGURATION–Analog Controller

L1 & R1 Button
Press L1 or R1 to make Harry side step Left or Right. Press L1 and R1 simultaneously to make Harry turn around.

L2 Button
Search view.

R2 Button
Press and hold to make Harry prepare his weapon (provided a weapon is equipped).

DEFAULT CONFIGURATION–Continued

Directional Buttons and/or Left stick
Moves Harry forward and back and also rotates him left and right.

Analog Mode Switch
Turns the left stick on or off.
Note: the vibration function can be turned on and off from the Options screen.

Select Button
Opens up the Item screen.

Start Button
Pauses the game. Skips movies.

Circle Button
Turns light off/on (after finding the flashlight).

Triangle Button
Map window (after finding a map).

X Button
Attack (while pressing the R2 button) / Decide / Search.

Square Button
Press and hold to run / Cancel actions on menu screens.

PROLOGUE

The resort town of Silent Hill slips into quiet desolation, now that the peak of development and growth has passed by. The memories of a tragic fire 7 years ago still haunt the townsfolk, and with the tourist season long past, there is hardly a shadow stirring.

Harry Mason prefers to take late vacations with his daughter Cheryl. This year they've made plans to visit Silent Hill. Due to car trouble, they reach the outskirts of the town late at night. Cheryl is sleeping in the back seat as a motorcycle cop roars past his truck.

Moments later Harry spots the motorcycle dumped on the shoulder. There is no one to be seen. It paints an ominous picture. Suddenly, a shadow appears in front of the car.

Harry turns the wheel in panic. The car slides off the edge of the road and into a gully.

Harry eventually regains consciousness. Cheryl is nowhere to be seen. It is unusually cold. Snow is falling out of season. Where has Cheryl disappeared to?

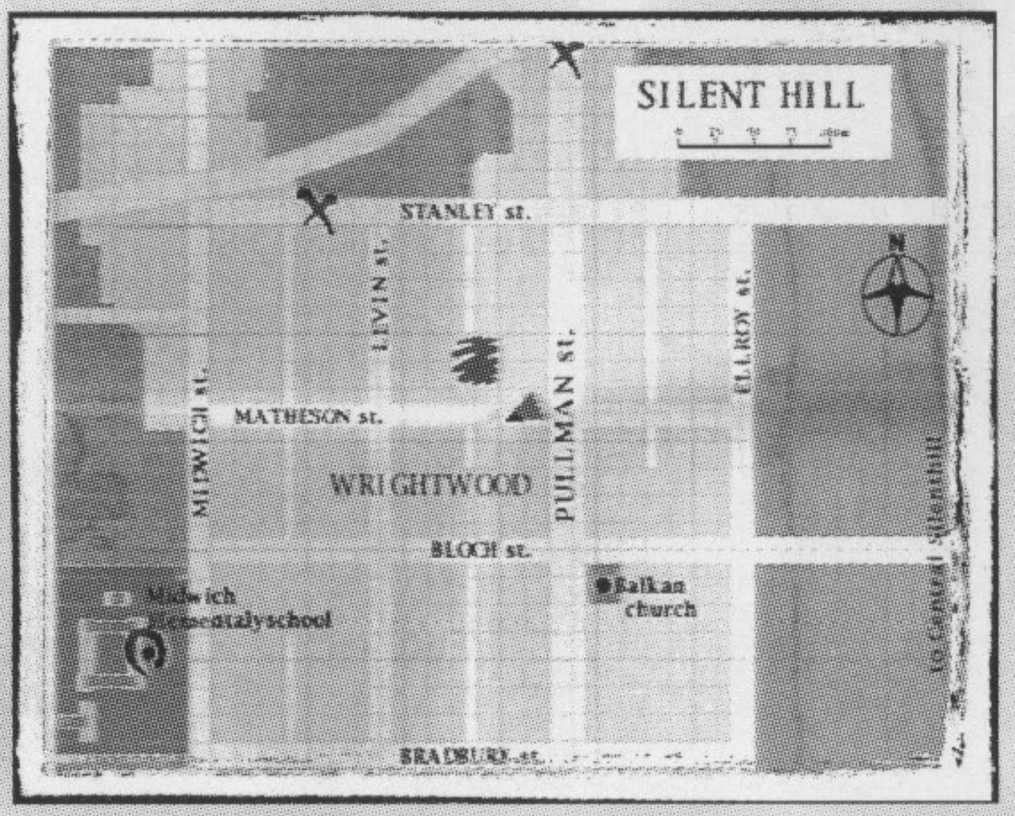
Harry walks toward a town he sees in the distance.

Game objective
Find Harry's missing daughter, Cheryl.

PLAYING THE GAME

How to use the map

Once you find a map you can look at it by pressing the Triangle Button. When in a building with more than one floor, press the Directional Buttons or Left Stick up or down to change floors.



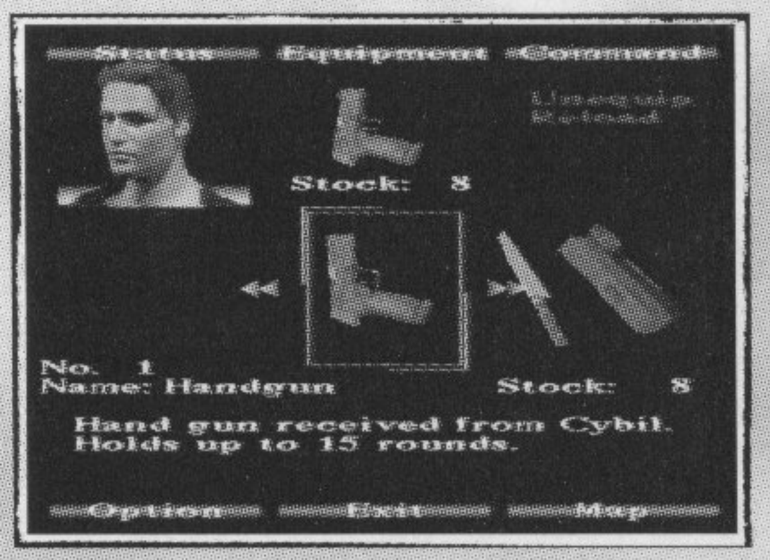
Press the X Button to zoom into portions of the map. Press the X Button again to zoom out. As Harry searches certain areas, he will automatically make notations on the map in red marker.

Field

During the game, control Harry with the Directional Buttons or the Left Stick. Stand in front of different objects and Search (X Button). You may find important information or useful items.

Game Over

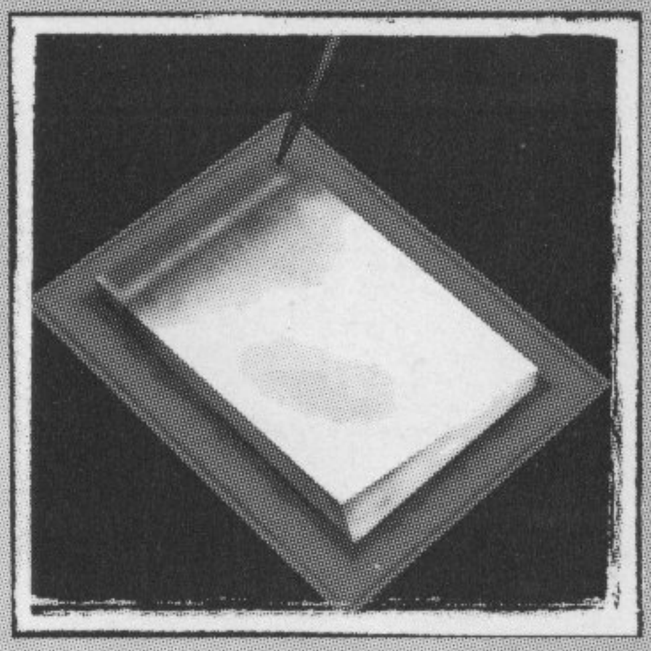
The upper left corner of the Item Select screen will show Harry's life gauge. The life gauge is indicated by color, which changes from Green (healthy) to red (low stamina). Harry will die when the life gauge is empty. Press the Select Button to view the Item Select screen.



SAVE, CONTINUE, AND LOAD

Save

In the game, there are memo pads scattered around. With these, you can save your current game status. Stand in front of the memo pad and press the X Button, which will open the Save Screen. You can save any number of times at any memo pad.

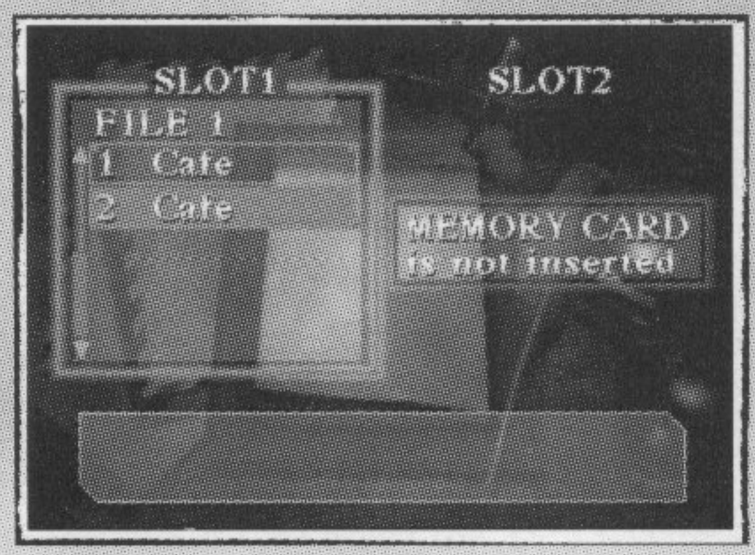


Continue

Select the CONTINUE option when it appears on the Title Screen to continue a saved game.

Load

If there are multiple save positions on the Memory Card, select LOAD to go to the Load Screen. On the option screen, if you turn the Auto Load option on, the game will automatically load the next time you start the game to continue from the last save point.



Warning: Do not remove the Memory Card while the game is saving or loading.

OPTIONS

Option
To access the Options Screen during gameplay, press the Select Button to bring up the Select Screen, and select OPTION.

Exit
Exit the option window.

Bright Level
Adjust the brightness of the game.

Button Config
Change the controller configuration.

Screen Position
Adjust the screen horizontally and/or vertically.

Vibration
Turn the vibration feature ON or OFF (Dual Shock™ controllers only).

Sound
Choose stereo or mono sound.

BGM Volume
Adjust the Background Music volume.

SE Volume
Adjust the Sound Effects volume.

Auto Load
Turn the Auto Load feature ON or OFF.

CHARACTERS

Harry Mason

Age 32
Writer
Protagonist

Losing his wife to disease has left a shadow over his soul. His daughter is the only bright spot left in his life. He goes to Silent Hill to go on vacation with his daughter, to be mired in bizarre events. That was the beginning of this tale, or was it predetermined somehow? That's a truth that Harry has yet to discover.

Cheryl Mason

Age 7
Harry's daughter

She lost her mother at a young age and lives with her father. A gentle, normal child, she goes on vacation with her father to Silent Hill. However, an unimaginable event is waiting to unfold.

Cybil Bennet

Age 22
Police officer

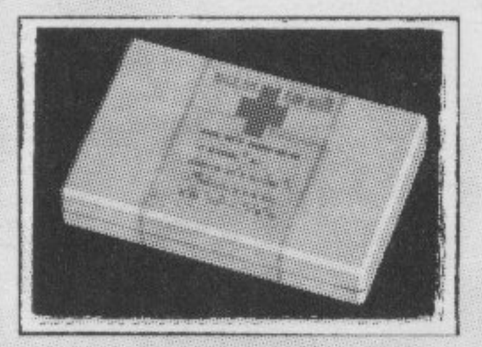
She is an officer that patrols near Silent Hill. A sudden call causes her to investigate Silent Hill. She is faithful to her duties and investigates Silent Hill on her own.

Alessa

Harry runs across this mysterious girl several times. Who or what is she?

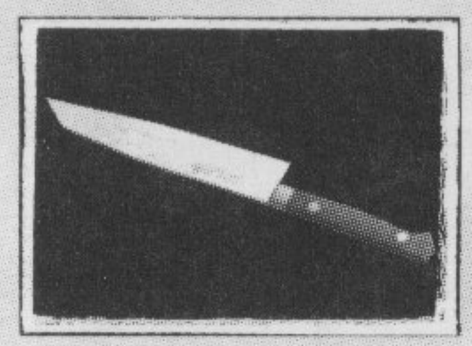
SILENT HILL

ITEMS



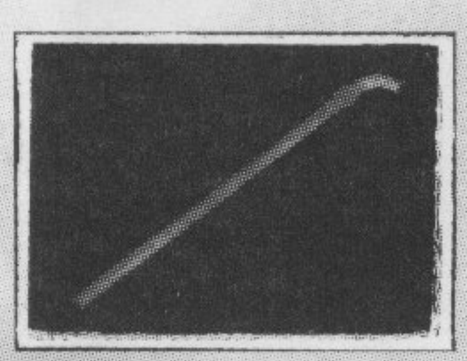
First aid kit

Replenishes a lot of stamina. Very effective.



Knife

Weak weapon but better than nothing. Extremely short range.

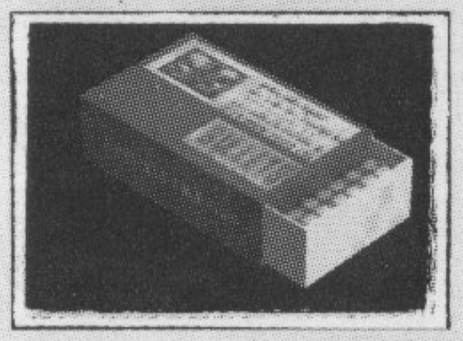


Iron pipe

Can be used as a weapon. More powerful than a knife, but harder to use.

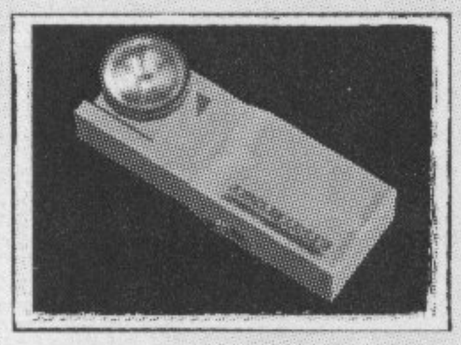
Handgun

Your most useful weapon. Aiming the weapon is difficult, so let the enemies get closer to ensure a hit. There are very few bullets available so you must choose your battles carefully.



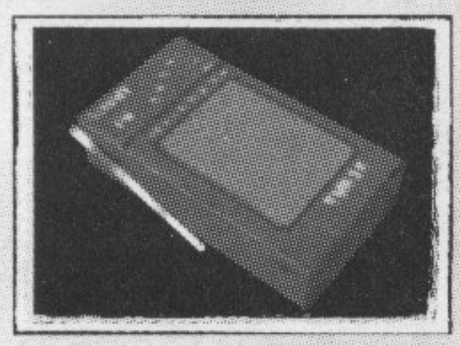
Handgun bullets

Ammunition for the handgun.



Flashlight

Can be used to light up dark areas. Can be turned on and off. An essential item for fighting and searching, however, it will alert monsters to your position.



Pocket radio

It may be broken or just not receiving any broadcasts. All you hear is white noise. However, for some reason, it becomes louder when there are enemies nearby. A very important item.

Energy drink

Replenishes a little stamina.

HINTS

Search View

While pressing the L2 button, the camera angle changes to the Search View mode. This mode changes the focus of the camera from having the character centered on screen, to focus on where the character is looking. In this view mode, the player can look further forward and around corners. Utilize the Search View to your advantage. (There are some areas where the Search View cannot be used).

Light and Sound

The creatures have eyes and ears and use these to locate the character. So if they are not alerted to the character's presence, they will not start attacking. NOTE: If the light is turned off and the character is careful not to go right in front of creatures, he can avoid needless confrontations. However, with the light off, the character cannot search or look at the map. Also his accuracy with projectile weapons will go way down. Therefore, it is not possible to complete the adventure with the light off.

Radio

The radio will alert the player to a creatures presence with white noise. This white noise will change slightly depending on the number and distance of the creatures, so listen carefully. The creatures cannot hear this white noise, so there is no reason to turn the radio off.

Gun

Since the character is a normal person with no special training in shooting a gun, his skill with it is marginal. Even in daylight or with the light on, his accuracy with the weapon is questionable and is certainly dependent on the distance. Try to let the enemies close in a bit to get off a sure hit.

CREDITS

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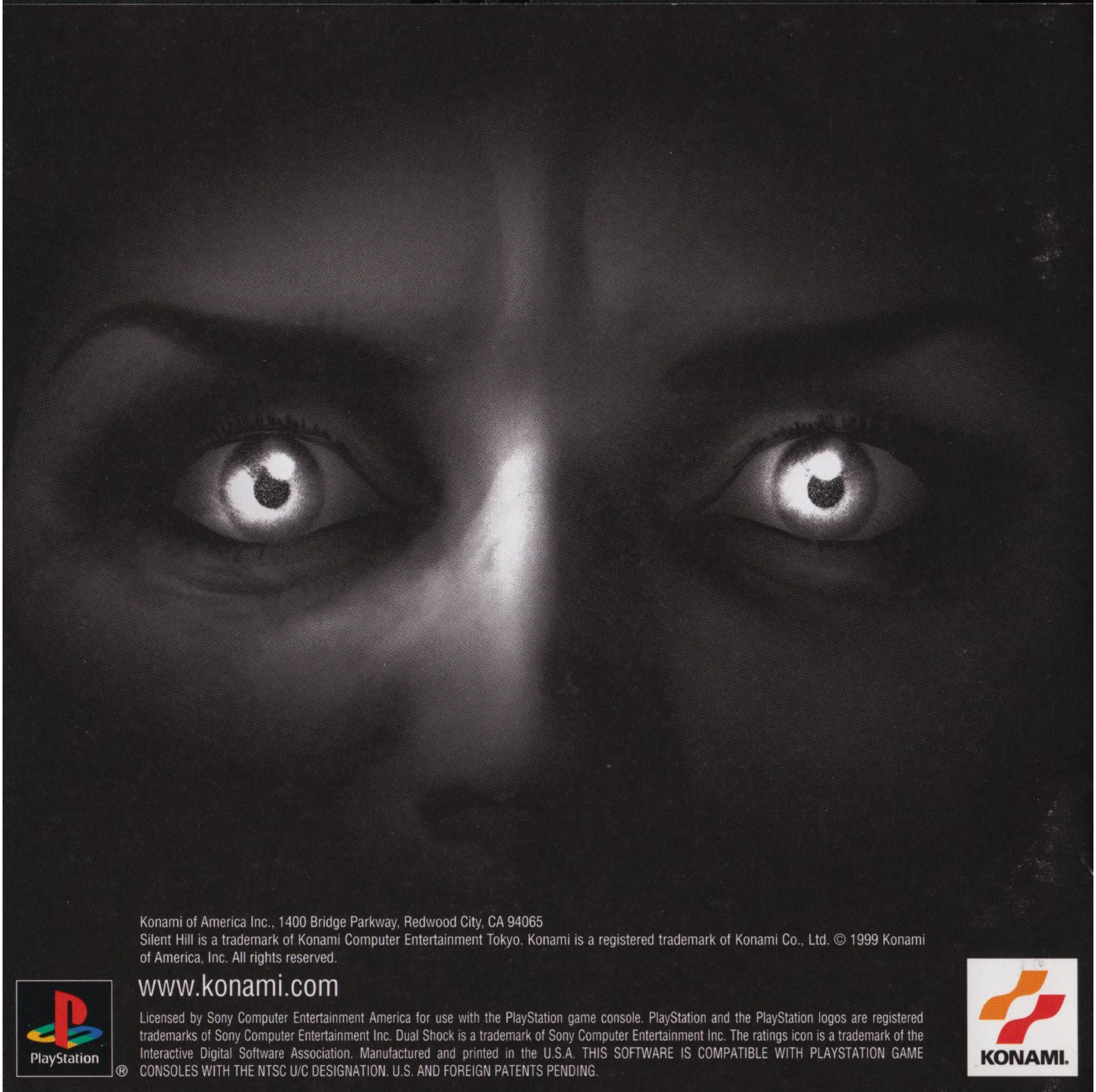

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